



Champions of Kamigawa

SNAKE'S PATH DECK

THE "LEGEND RULE" GETS A FACE-LIFT

The *Champions of Kamigawa*™ expansion introduces changes to the rules for legendary permanents. These changes affect cards in the new set as well as all older Legends and legendary cards.

The first change is that the creature type Legend no longer exists. Every creature that was printed with the Legend creature type is now simply legendary, which is a supertype like basic. That means, if an effect asks you to choose a creature type, you can't choose Legend.

The second change affects what is commonly referred to as the "legend rule." Now, if multiple legendary permanents with the same name are in play, all of them are put into their owners' graveyards. It no longer matters which one came into play first. For example, if your opponent plays Eight-and-a-Half-Tails when you have an Eight-and-a-Half-Tails of your own in play, both of them go to the graveyard—not just your opponent's.



A NEW KIND OF HERO

Some creatures are destined for greatness and can change from the ordinary to the legendary by performing daring deeds. These "heroes" are easily recognizable by their unique card frame. You ignore the information on the bottom half of the card until the creature in play "flips" when certain heroic conditions are met.

When you flip a hero, you turn it upside down and play with the other half of the card. All of the flipped versions are legendary creatures and have powerful abilities. For example, the lowly Nezumi Graverobber flips into Nighteyes the Desecrator, a legendary wizard who can "reanimate" creatures from any graveyard! And flipping is a one-way process—the creature can't be flipped back.



BUSHIDO

All Samurai in the *Champions of Kamigawa* set have an ability called bushido, which means "way of the warrior," but some Samurai are more skilled in battle than others. For example, a creature with bushido 1 gets +1/+1 until end of turn whenever it blocks or becomes blocked, but a creature with bushido 5 gets +5/+5!



"SPIRIT-WORLD" MECHANICS

The spirits that threaten Kamigawa employ their own terrifying ancient magic, called Arcane. Instant and sorcery spells that have the Arcane subtype don't do anything special on their own, but interact with many of the other cards in the set.

SPICE ONTO ARCANES

Kamigawa's spirits have mastered the art of combining spells to devastating effect. Some instant and sorcery cards have the "splice onto Arcane" ability. This ability allows you to pay a cost to add the text of the "splice onto Arcane" card in your hand onto another Arcane spell that you play, giving you a bigger, more powerful spell.

For example, to "splice" Glacial Ray onto an Arcane spell, first reveal the Arcane spell that you're going to play, then reveal Glacial Ray from your hand. The text "Glacial Ray deals 2 damage to target creature or player" is added to the Arcane spell. Choose any targets for both parts of the spell, then pay the Arcane spell's mana cost and Glacial Ray's splice cost together. When the spell resolves, first follow the Arcane spell's instructions, then follow Glacial Ray's.

- You can splice multiple cards in your hand onto the same Arcane spell. If you do, reveal all of those cards at once. You choose the order in which the spliced effects occur and then you pay all the splice costs.
- You can't splice a single card in your hand onto the same spell more than once.
- Spliced cards never leave your hand—you simply reveal them—so later you can play them normally or splice them onto another spell.
- The Arcane spell gains only the text of the spliced card. It doesn't gain other characteristics like color or type.

SOULSHIFT

When spirits die in Kamigawa, they are often reborn in a new form. When a creature you control with the soulshift ability is put into a graveyard from play, you may return another, less expensive Spirit creature card from your graveyard to your hand.



PLAYING THE DECK

If your opponents weren't afraid of snakes before, the "Snake's Path" deck will give them a new phobia! With tons of sss-slithery creatures with sss-super abilities, you will sss-seize control in mere sss-seconds!

By themselves, the Snakes in the "Snake's Path" deck are pretty formidable; many of them can "stun" other creatures—that is, prevent them from untapping next turn—by dealing combat damage to them. Toss in other useful skills, such as tapping for mana, regeneration, and the ability to force creatures to block, and you've got a deck full of versatile reptiles. If you think that sounds good, just wait until you get their legendary leaders on the table.

Sachi, Daughter of Seshiro gives each of your Shamans the ability to tap for ☹️ and gives your other Snakes +0/+1. Sosuke, Son of Seshiro likes to play things a little more aggressively. It grants all of your Warriors the venomous ability to destroy any creatures they damage in combat and gives each other Snake you control +1/+0. Get this brother-and-sister team out together and take charge! Remember to hold on to cards like Serpent Skin to save Sachi or Sosuke from destruction. If you need

ARE YOU A NEW PLAYER?

If you're a first-time Magic™ player, visit MagicTheGathering.com or pick up the Magic: The Gathering™ core game. The core game has everything two players need to begin the battles.



SNAKE'S PATH DECK

No.	Card	Mana Cost	Rarity
Lands (24)			
24	Forest	—	—
Creatures (24)			
3	Orochi Leafcaller	☹️	C
3	Orochi Ranger	☹️	C
4	Orochi Sustainer	☹️	C
3	Sakura-Tribe Elder	☹️	C
3	Matsu-Tribe Decoy	☹️	C
1	Orochi Eggwatcher	☹️	U
3	Kashi-Tribe Reaver	☹️	U
1	Sachi, Daughter of Seshiro	☹️	U
1	Sosuke, Son of Seshiro	☹️	U
2	Kashi-Tribe Warriors	☹️	C
Other (12)			
1	Time of Need	☹️	U
1	Wear Away	☹️	C
2	Serpent Skin	☹️	C
1	Lure	☹️	U
2	Strength of Cedars	☹️	U
1	Orochi Hatchery	☹️	R
2	Hankyu	☹️	U
1	Sensei's Divining Top	☹️	U
1	Junkyo Bell	☹️	R

A Kamigawa Glossary

Below are the pronunciations and meanings of some Japanese words you'll encounter in the *Kamigawa*™ block.

akki (AHK-kee) "Little monster." Kamigawa's name for its turtle-like goblins.

budoka (boo-DOH-kah) A monk who studies the martial arts.

bushi (BOO-shee) Warrior.

bushido (boo-SHEE-doh) The way of the warrior. The name of the samurai code.

daimyo (DYE-myoh) A powerful feudal lord.

daisho (DYE-sho) The pair of swords carried by a samurai. The daisho consists of two swords: the larger sword is a *katana* (kah-TAH-nah) and the smaller one is a *wakizashi* (wah-kee-ZAH-shee).

honden (HOHN-dehn) The inner part of the shrine to a kami.

kabuto (kah-BOO-toh) Helmet.

kaijin (KYE-jihn) A kami of water.

kami (KAH-mee) Spirit, god, divinity. The divine essence of a thing.

Kamigawa (kah-mee-GAH-wah) Spirit river, or river of the gods. In the *Magic* game, the name of the plane on which this story takes place.

kannushi (kahn-NOO-shee) A druid-like priest who tries to revere the kami.

kitsune (KIHT-soo-nay) Fox. In Kamigawa, short for *kitsune-bito*, meaning "foxfolk."

kodama (koh-DAH-mah) A free spirit.

nezumi (nay-ZOO-mee) Rat. In Kamigawa, short for *nezumi-bito*, meaning "ratfolk."

no-dachi (noh-DAH-chee) A large katana, like a greatsword.

ochimusha (oh-chee-MOO-sha) A dishonored warrior. For example, an outcast samurai.

oni (OH-nee) Demon. An oni is a kind of kami, bent on destruction.

orochi (oh-ROH-chee) Serpent. In Kamigawa, short for *orochi-bito*, meaning "snakefolk."

soratami (soh-rah-TAH-mee) "Skyfolk." Kamigawa's race of aristocratic cloud-dwellers.

yamabushi (yah-mah-BOO-shee) "One who lies in mountains." A mountain hermit who practices the ancient shamanic arts.

zuber (ZOO-beh-rah) The faceless kami of a human who has been pulled into the spirit world. Zuber are said to attack solitary travelers in order to steal their faces.

KAMIGAWA AND THE KAMI WAR

Long before Mirrodin existed, on the other side of the multiverse, there was Kamigawa—a plane in the midst of a terrible war.

A gang of *akki* goblins try to flee from an angry ice spirit that appears from out of nowhere. A cloud of bizarre creatures emerge from a samurai's heirloom lantern, attacking him while he sleeps. At the Minamo School, students of wizardry fight nonstop to stem a flow of strange beings that materialize from within the Great Waterfall.

It wasn't always this way on Kamigawa.

For hundreds of years, Kamigawa's denizens peacefully worshipped the spirits inherent in everything—spirits of sacred places, objects, and ideas. Each of these *kami* was a divinity, and the way to happiness was to honor the kami and live by their ways. The inhabitants of Kamigawa were content with this life of devotion. Then the unimaginable happened: their gods turned on them.

Slowly at first, kami began to take form in the material world. Some scholars believed the kami were delivering a message or a warning. But their appearance was so alien, so surreal, that no meaning could be discerned.

At that time, the plane's most powerful warlord, the *daimyo* Takeshi Konda, ruled over the Towabara Plains from his stronghold at Eiganjo. But even as his armies and samurai secured more territory in Konda's name, the kami manifested in ever-greater numbers.

Then came a night that changed Kamigawa forever. A few miles from Eiganjo Castle, the kami set upon the town of Reito. Scores of spirit-world monstrosities swept through the town, killing nearly every living thing. Hundreds were slain; few survived. The Kami War had begun.

Over the next twenty years, spirits of every shape and size would descend on the plains, ravage everything in their path, then inexplicably stop just short of Eiganjo. Throughout this spirit-world siege, Konda remained within his stronghold, mysteriously safe from harm.

Kamigawa's people were left to wonder why the kami betrayed them even as they fought for survival. What had they done wrong? How could they discover why the kami were so angry? And what happens when a world must kill its own gods to survive?

As the Kami War raged on, champions emerged on both sides—from great kami who brought the material world to its knees, to samurai whose blades cut down countless spirit horrors. This is their story.

HATCHING A DYNASTY

For centuries, most humans thought the *orochi* were just "snakes with arms and legs"—mindless killers with no emotion. In reality, the *orochi* were just simple hunters, content to shut out the outside world. Of all the inhabitants of Kamigawa, the *orochi* were perhaps those most closely in tune with the kami.

When the great Kami War began, the *orochi* were despondent. At first they refused to take up arms against the nature spirits they worshipped, letting themselves be slaughtered instead. They didn't understand what was happening or why, but knew its cause came from outside their forest enclave.

A proud and stubborn *orochi* named Suzue (SOO-zoo-ay) changed everything. Although pregnant, Suzue left the Jukai Forest to seek out the reasons behind the kami's ire. She traveled to the Okina Shrine, where she met a wise, old monk named Dosan and began the slow process of learning how to communicate with humans. Many months passed as Suzue split her time between Okina and the *orochi* colonies. When her brood finally hatched, it included a strong male named Seshiro (SESH-ee-roh) and, in time, Suzue brought the youngster to Okina to study martial arts with the monks while she and Dosan discussed the kami's anger.

A year later, Suzue, Seshiro, and the old monk were attacked in the forest by a kami of decay. Seshiro saved Dosan's life, but Suzue was fatally wounded. The young warrior returned to the colonies, vowing to stir his people into action. Seshiro quickly climbed the *orochi* hierarchy through ritual combat and became Broodmaster, as foretold by the shamans.

The colonies prospered under Seshiro's guidance and began dealing more with the forest humans. Seshiro's strongest offspring, Sosuke (SOH-soo-kay), became leader of the Kashi Tribe, and his wisest, Sachi (SAH-chee), led the Sakura Tribe. Suzue's courage produced a dynasty that profoundly changed the *orochi* colonies.

Credits

Original Magic Game Design: Richard Garfield
Game Design: Brian Tinsman (lead), Brandon Bozzi, Randy Buehler Jr., Elaine Chase, Brady Dommermuth, Mike Elliott, Bill Rose, and Mark Rosewater
Game Development: Brian Schneider (lead), Brandon Bozzi, Elaine Chase, Mike Elliott, Matt Place, and Henry Stern
Editing: Del Laugel and Justin Webb
Magic Lead Design: Mark Rosewater
Magic Lead Developer: Randy Buehler Jr.

Creative Direction: Brady Dommermuth
Card Naming and Flavor Text: Brandon Bozzi, Brady Dommermuth, Rich Amtower, Doug Beyer, Shelley Bullock, Jennifer Clarke Wilkes, Jay Moldenhauer-Salazar, and Rei Nakazawa
Story and World Development: Brady Dommermuth, Jeremy Cranford, Ittoku Seta, Doug Beyer, Shelley Bullock, Ron Foster, Scott McGough, Alexander O. Smith, and Jennifer Clarke Wilkes, with contributions from many talented others

Art Direction: Jeremy Cranford
Graphic Design: Tricia Yochum, Jennifer Lathrop, Mia Brooks, Lisa Hanson, and Yasuyo Dunnett
Typesetting: Chel Bieze
Production: Liz McCarthy and Lee Hanahan
Original Magic Graphic Design: Jesper Myrfofs, Lisa Stevens, and Christopher Rush

Brand Management: Wendy Wallace, Kyle Murray, Elena Moye, and Alexandra Tinsman

Questions?

Contact the office nearest you.

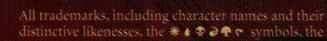
U.S., Canada, Asia Pacific & Latin America
 Wizards of the Coast, Inc.
 P.O. Box 707, Renton WA 98057-0707 U.S.A.
 Tel: 1-800-324-6496 (within the U.S.)
 1-206-624-0933 (outside the U.S.)
 Fax: 1-425-204-5818
 Email: custserv@wizards.com

U.K., Eire & South Africa
 Wizards of the Coast, Inc., Consumer Affairs
 P.O. Box 43, Caswell Way
 Newport NP19 4YD
 GREAT BRITAIN
 Tel: +800 22 427276
 Fax: +44 1633 282693
 Email: wizards@hasbro.co.uk

All Other European Countries
 Wizards of the Coast p/a Hasbro Belgium
 't Hofveld 6D, B-1702 Groot-Bijgaarden
 BELGIUM
 Tel: +32.70.233.277
 Fax: +32.2.464.09.59
 Email: custserv@hasbro.co.uk

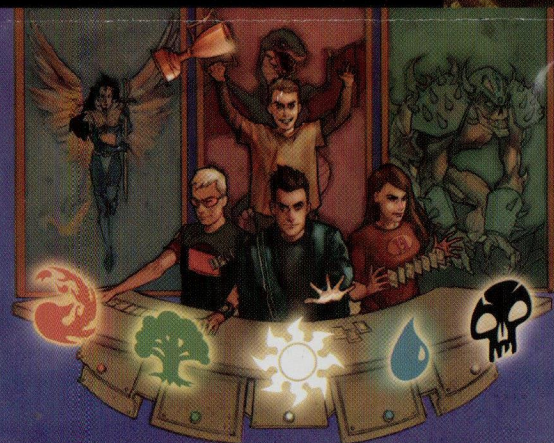
Check out our website!
www.magicthegathering.com

Thanks to all of our project team members and to the many others too numerous to mention who have contributed to this product.

All trademarks, including character names and their distinctive likenesses, the  symbols, the *Champions of Kamigawa* expansion symbol, and the pentagon of colors, are property of Wizards of the Coast, Inc. in the U.S.A. and other countries. ©1993-2004 Wizards. U.S. Pat. No. RE 37,957.

Illustrations by Daren Bader, Carl Critchlow, rk post, and Mark Zug.

4009690900002 EN



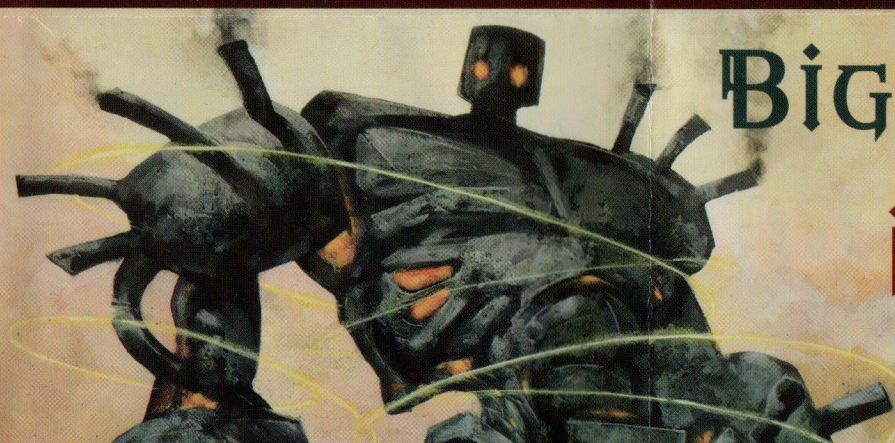
PLAY BIG

Make playing the **Magic** game pay.
 Ask your retailer about the Friday Night **Magic**
 and Arena™ League programs.

MAGIC
 The Gathering™



magicthegathering.com



BIG THINGS INSIDE

magicthegathering.com